

Angela Zhu

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EDUCATION

Cornell University, College of Arts and Sciences

Expected May 2027

Bachelor of Arts in Computer Science, Minor in Game Design, Fine Arts

3.7 GPA

Coursework: Introduction to Computer Game Development, Sound Design*, Creative Character Design*, Data Structures & Functional Programming*, Object-Oriented Programming & Data Structures, Discrete Structures, Linear Algebra (* = Fall 2024)

TECHNICAL SKILLS

- **Programming Languages:** Java, C#, Python, HTML/CSS, OCaml
- **Tools:** Unity, LibGDX, Blender, Tiled, Git/GitHub, JSON, Figma, Adobe Photoshop, Procreate, ProTools

PROJECTS

Lunar Looter Video Game | Project Lead

May - August 2024

Independent Project

- Spearheaded the development of a 2D stealth game with 12 levels using Unity and C# in a 3-member team
- Implemented 4-day sprint system with regular check-ins, improving productivity by 80%
- Designed and implemented AI enemy algorithms, UI/UX, level design, and ray casting

Seas the Throne Video Game | Programmer and Designer

January - May 2024

Introduction to Computer Game Development, Cornell University

- Collaborated with 7 members to conceptualize and develop an open world bullet hell game in Java and LibGDX
- Developed UI, menus, screens, animations, and controllers while debugging to ensure seamless functionality
- Built a bullet pattern simulator to visually represent coded bullet patterns for all boss AI algorithms, increasing efficiency of new bullet pattern creation by 50%
- Conducted 5 user testing sessions for feedback, resulting in tangible UX improvements and refined AI algorithms

McDiver Optimization Project | Programmer

Object-Oriented Programming and Data Structures, Cornell University

December 2023

- Partnered to optimize a Java-based computer simulation using Dijkstra's and A* algorithms, reducing pathfinding time by 50% and increasing final collection score by 100%

EXPERIENCE

Software Developer, Combat Robotics @ Cornell Project Team

October 2023 - present

- Redesigned team website using Figma, React, and CSS to improve editability with reusable UI components, optimize development workflow with npm servers, and enhance visual appeal for hundreds of users
- Deployed monthly website updates using HTML/CSS to promote the team, recruitment, and major events, and published the changes via FileZilla
- Collaborated with 3 members to program a claw machine in Python on a Raspberry Pi, integrating joystick, motor, and claw mechanisms

Private Tutor (Java)

June - July 2023

- Delivered personalized Java programming instruction to 2 middle school students, emphasizing foundational concepts to spark interest in computer programming
- Created 5+ tailored lesson plans/exercises, improving individual student comprehension of programming topics

SKILLS AND INTERESTS

Language: Fluent in Chinese, Advanced in Spanish

Interests: Orchestra (All Eastern), Digital Art, Girl Scouts, Cross Country